

WHAT IS CLAIMED IS:

1. A gambling device charting the payout value over time comprising:  
a graph having first and second axes, wherein the payout value is plotted on a  
first axis; and  
5 time is plotted on the second axis.

2. The game according to Claim 1, wherein the player's wager is the initial  
payout value when the game is started.

10 3. The game according to Claim 1, further comprising means to stop the game at  
any time and collect said payout value at the time the game is stopped.

4. The game according to Claim 1, wherein said payout value is changed over  
time by a random function.

15 5. The game according to claim 4, wherein said random function is a random  
walk.

6. The game according to Claim 1, wherein said payout value is reduced by a  
20 house commission in order to generate revenue.

7. The invention according to Claim 2, wherein a commission is charged to the player's wager in order to generate revenue.

8. The game according to Claim 1, wherein said payout value is reduced by a negative bias added to the payout value over time, so as to generate revenue as the game is played over time.

9. The game according to Claim 1, wherein an event is triggered when the plotted graph intersects an icon.

10. The game according to Claim 9, wherein the triggered event is a bonus serving to increase the payout value.

11. The game according to Claim 9, wherein the triggered event is a penalty serving to decrease the payout value.

12. The game according to Claim 9, wherein the triggered event initiates a bonus game.

13. The game according to Claim 1, wherein said gambling device is a video gaming machine.

14. The game of Claim 1, wherein said gambling device is a personal computer.

15. A gambling device for generating an outcome, comprising:

5 a graphical plot of price on a first index and time on a second index;

means for wagering enabling initiation of a wager at any time by buying in at  
the then current value; and

means for enabling termination of a wager at any time by selling at the then  
current value, so as to result in an outcome equal to the difference between the buying  
10 price and the selling price.

16. The invention according to Claim 15, wherein a commission is deducted from  
any sales price in order to generate revenue.

15 17. The invention according to Claim 15, wherein a commission is added to any  
buying price in order to generate revenue.

18. The invention according to Claim 15, wherein a wager is initiated by selling at  
a value and then later buying at a value so as to sell short.

19. The game according to Claim 15, wherein an event is triggered when the plotted graph intersects an icon.

20. A game that simulates changes in value of at least one item traded on an

5 exchange for the purchase and sale of the item, comprising:

a computing device for implementing said game, said computing device having a screen display;

a line chart displayed on said screen display, said line chart having a vertical axis and a horizontal axis, wherein said vertical axis corresponds to said value and

10 said horizontal axis corresponds to time; and,

a random number generator in communication with said computing device for randomly generating and plotting a line on said line chart during a round of play, said line displaying how said value varies over time from an initial value to a final value.

15 21. The game of claim 20, wherein said random number generator is a random walk function.

22. The game of claim 20, further comprising a special event icon displayed on said line chart.

20

23. The game of claim 22, wherein said line is capable of intersecting said special event icon and said special event icon affects said value when said line intersects said special event icon.

5 24. The game of claim 20, further comprising at least one special event icon selected from the group consisting of a “cash bonus”-type special event icon, a “SPLIT”-type special event icon, a bonus game-type special event icon, and a “CRASH”-type special event icon.

10 25. The game of claim 20, wherein said display screen is a touch screen having a plurality of interactive icons displayed thereon.

26. The game of claim 20, wherein said display screen is a touch screen having a “BUY” interactive icon displayed thereon, wherein when a player touches said  
15 “BUY” interactive icon, said round of play is initiated.

27. The game of claim 26, wherein said display screen includes a “SELL” interactive icon displayed thereon, wherein when said player touches said “SELL” interactive icon, said round of play terminates.

28. The game of claim 20, wherein said computing device is a video gaming machine.

29. A method for playing a game by a player that simulates changes in value of an

5 item traded on an exchange and the purchase and sale of the item, comprising:

providing a line chart having a vertical axis and a horizontal axis, wherein said vertical axis corresponds to said value and said horizontal axis corresponds to time;

placing a game outcome altering event on said line chart;

plotting an initial point on said line chart;

10 generating a random value;

plotting a subsequent point on said line chart corresponding to said random value; and

computing a subsequent value using a special function.

15 30. The method of Claim 29 further comprising the steps of intersecting of said game-outcome-altering event by said subsequent point so as to affect said value.

31. The method of claim 29, further comprising the step of terminating said game within a timeout period.

20

32. The method of claim 31, further comprising the step of determining a final value.

33. The method of claim 32, further comprising the step of comparing said initial  
5 value to said final value.

34. The method of claim 31, further comprising the step of selling said item within a timeout period.

10 35. The method of claim 29, wherein said step of plotting said initial point on said line chart includes the step of buying said item.

36. The method of claim 31, wherein said step of placing said game outcome altering event on said line chart includes randomly determining a location at which  
15 said game outcome altering event is to be placed.

37. The method of claim 29, wherein said step of plotting said subsequent point on said line includes determining if said subsequent point and said game outcome altering event intersect.

20

38. The method of claim 29, wherein said step of plotting said subsequent point on said line chart includes reducing said value by a predetermined amount.

39. The method of claim 38, wherein said step of plotting said subsequent point on  
5 said line chart includes reducing said value by a randomly determined amount.

40. The method of claim 31, wherein said step of plotting said subsequent point on said line chart includes buying said item.

10 41. The method of claim 31, wherein said step of plotting said subsequent point on said line chart includes selling said item.



42. A method for playing a game by a player that simulates random changes in value of a item traded on an exchange and the purchase and sale of the item, comprising:

providing a chart having a vertical axis and a horizontal axis, wherein said

5 vertical axis corresponds to said value of said item and said horizontal axis corresponds to time;

determining an initial value;

plotting an initial point on said chart;

placing game outcome altering events on said chart;

10 plotting a path on said chart representing said random changes in said value over time, said path comprising a plurality of points representing said value at a point in time;

determining whether said path intersects any one of said game outcome altering events;

15 computing the effect of any intersections between said path and said game outcome altering events; and,

determining a final value.

43. A method for playing a game by a player that simulates random changes in value of an item traded on an exchange and the purchase and sale of the item, comprising:

providing a chart having a vertical axis and a horizontal axis, wherein said

5 vertical axis corresponds to said value of said item and said horizontal axis corresponds to time;

determining a sell value;

plotting an initial point on said chart;

placing game outcome altering events on said chart;

10 randomly plotting a path on said chart representing said random changes in said value over time;

determining whether said path intersects any one of said game outcome altering events;

computing the effect of any intersections between said path and said game

15 outcome altering events;

determining a buy value; and,

comparing said sell value to said buy value to determine a payout value.

44. The method of claim 43, further comprising the step of reducing said payout  
20 value by a predetermined amount.

45. The method of claim 43, further comprising the step of reducing said payout value by a percentage of said initial value.

46. The method of claim 43, further comprising the step of reducing said payout  
5 value by a percentage of said payout value.

47. The method of claim 43, further comprising the step of reducing said payout value by a randomly determined amount.

10 48. The method of claim 43, wherein said step of placing game outcome altering events on said chart includes randomly determining locations at which said game outcome altering events are to be placed.